真・女神転生

DemiKids™

SHIN MEGAMI TENSEI

AGB-AC5E-USA

DarkVersion

ATLUS®

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. **Keep battery acid away from your eyes and mouth.** Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

E

CONTENT RATED BY
ESRB

Official
Nintendo
Seal of Quality

GBA LINK CABLE

**THIS GAME PAK INCLUDES A MULTI-PLAYER MODE
WHICH REQUIRES A GAME BOY® ADVANCE
GAME LINK® CABLE.**

LICENSED BY

Nintendo®

**THIS GAME PAK WILL WORK ONLY WITH THE GAME
BOY® ADVANCE VIDEO GAME SYSTEM.**
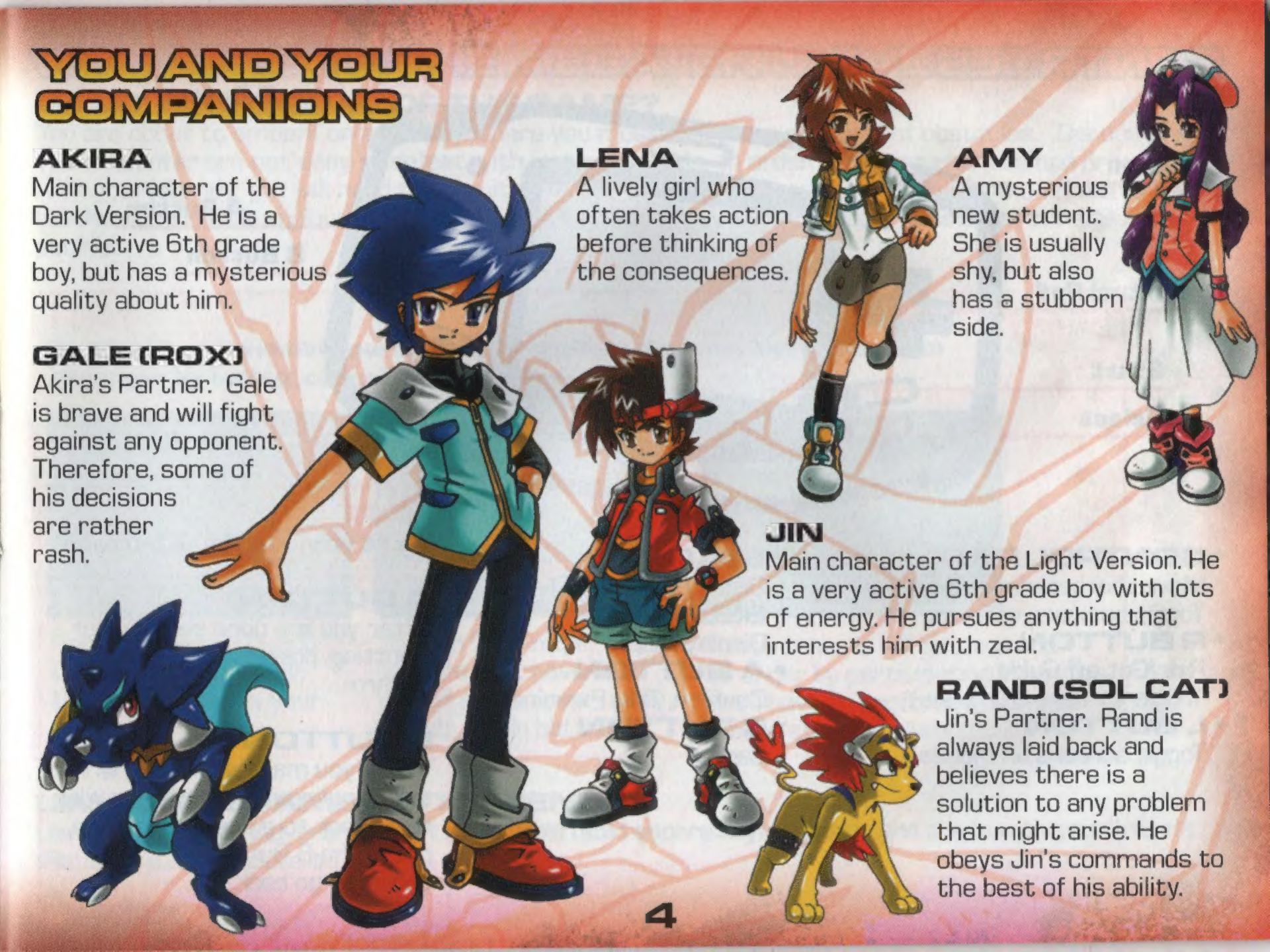
TABLE OF CONTENTS

INTRODUCTION

The year is 200X.

Jin, Akira, and Lena are a group of 6th graders at Rem School who have a hobby of searching for mysterious things. One day, they, along with a new student at the school, Amy, discover a "Demon Book". After chanting a spell from the book, they witness a demon appear from thin air! At this time, Amy reveals the situation to Jin and Akira. "You are the DemiKids who will determine the fate of the world..."

Demons begin attacking one after another without mercy, and a mysterious, blinding sphere of light appears at the entrance of the school. Every time they touch it, Jin and friends are transported back in time to repeat the same sequence of events. The sphere of light is a time rift, and the students have been locked in a recurring time loop. If the time rift is not erased, the world will eventually be destroyed. Jin and Akira set off on their journeys through different dimensional gates to attempt to stop the strange phenomenon.

YOU AND YOUR COMPANIONS

AKIRA
Main character of the Dark Version. He is a very active 6th grade boy, but has a mysterious quality about him.

GALE (ROX)
Akira's Partner. Gale is brave and will fight against any opponent. Therefore, some of his decisions are rather rash.

LENA
A lively girl who often takes action before thinking of the consequences.

AMY
A mysterious new student. She is usually shy, but also has a stubborn side.

JIN
Main character of the Light Version. He is a very active 6th grade boy with lots of energy. He pursues anything that interests him with zeal.

RAND (SOL CAT)
Jin's Partner. Rand is always laid back and believes there is a solution to any problem that might arise. He obeys Jin's commands to the best of his ability.

4

CONTROLS

R Button

L Button

A Button

B Button

Control Pad

Start

Select

- **CONTROL PAD**
Move character; move cursor
Toggle between screens
- **R BUTTON**
Ride/Get off Guide
Toggle screens (in menus)
- **L BUTTON**
Toggle screens (in menus)

- **START**
Display Command Menu
- **SELECT**
Display Map
- **A BUTTON**
Confirm, Talk, Examine
- **B BUTTON**
Cancel

HINT
Don't confuse these buttons!

A BUTTON
After you are done selecting or inputting, press the A Button to confirm.

B BUTTON
When you make a mistake while selecting/inputting, or if you wish to go back to a previous screen, press the B Button to cancel or go back.

WELCOME TO THE MEGATEN UNIVERSE

WHAT IS THE GOAL OF THE GAME?

You are about to embark on a journey where you must overcome a myriad of obstacles. The demons you encounter are not easy to defeat with just your Guide. In order to defeat enemies and progress with your journey, you will need to recruit different demons into your party and summon them to do battle. As you visit various locations, you will begin to unravel the mystery behind the strange happenings.

HINT

To create an invincible party, keep recruiting demons, and make them stronger by fusing, cancel or go back.

Recruit a demon during battle. If all goes well, the demon will join your party.

You can "Summon" demons that have been recruited into your party to help you in battle.

These demons will not become stronger by participating in battles. You'll have to perform fusions to create stronger demons.

LINK YOUR GAME WITH FRIENDS!

Use a Game Boy® Advance Game Link® Cable (sold separately) to battle and trade with your friends. (Refer to p.34 for details.)

COMPLETE THE DEMONARY, THE DICTIONARY OF DEMONS

The Demonary is a database where you can view information on all the demons you've encountered so far. Details regarding demons that you've battled and recruited will be recorded here.

Press Start and choose "Vinecom". You will then be able to select "Demonary" to see information on various demons.

ADVICE FROM AMY

You won't be able to complete the Demonary by just playing through the game.

Since there are certain demons that only appear in either the Light or the Dark Version, one way to increase the variety of demons you have is by linking and trading with friends. Another method is by fusion. Certain demons can only be created by Link Fusions. There are over 360 demons for you to try and collect using these and other strategies! (Refer to p.34 regarding Link Fusions.)

PREPARING FOR YOUR JOURNEY

After turning on your Game Boy(r) Advance, press Start or the A Button to begin the game. You will then be able to control the main character and speak to others by pressing the A Button.

NEW GAME OR CONTINUE?

Select "New" to start a game from the beginning. Select "Continue" to start a game from where you saved last. This selection will only appear if you have already saved a game. (Refer to p.34 regarding saving.)

ENTER YOUR NAME.

Use the Control Pad to select the letters you want and the A Button to confirm your choices. After you are done creating a name, select "End" to exit the screen. You can use the B Button to delete unwanted letters. Note: It is not necessary that you create a name. You can play the game using the default name.

CHANGE THE SETTINGS.

After starting the game, you may want to change the settings. To do so, press Start to bring up the Command Menu and select "Setup". Press Up or Down on the Control Pad to select an option and Left or Right to change its setting. Press the B Button to end Setup.

TEXT SPEED (TEXT)

You can change the speed at which messages will be displayed.

SPECIAL EFFECTS (FX)

You can turn the animation during battle "On" or "Off".

PARTY FORMATION (PARTY)

You can change the battle positions of the members of your party. A cursor will appear after you select "Party" and press the A Button. Press the A Button again and use Left or Right on the Control Pad to switch positions. (Refer to p.12 regarding demon summoning in battle.)

8

CONTROLLING YOUR CHARACTER

Use the Control Pad to move your character.

HITCH A RIDE ON YOUR GUIDE.

You can ride on your Guide's back after you've pressed the R Button to mount him. By riding your Guide, you can travel faster, jump up onto ledges, and jump across areas that you wouldn't be able to cross on your own. This will allow you to reach areas that would otherwise be inaccessible. When you want to get off your Guide, just press the R Button again.

HINT
Use the maps to help you!

When you press Select, a map of the region will appear. Your current location will be listed at the top of the screen. You can use Control Pad to move the cursor and see the names of different areas on the map. The demons that you've encountered in each location will also be displayed. There are maps of several regions in the game. But, you have to find them before they can be displayed.

· Be cautious at all times! Enemies will suddenly appear and attack! While you are moving, demons may appear out of nowhere and start a battle. Just remember to stay calm and concentrate on beating your opponents. (Refer to p.13 regarding battles.)

9

GATHERING INFORMATION

Walking around aimlessly won't do you any good. You'll need to talk to many people and search various areas to gather hints.

TALK

Stand in front of the person you want to talk to and press the A Button. By talking to him or her, you may receive a hint. You may even want to try talking to the same person several times.

SEARCH

Stand in front of the area you want to search and press the A Button. You may find items or money where you least expect them!

HINT

If you come across a person or place that looks suspicious, approach and press the A Button.

BATTLE

BEFORE BATTLE...

When you encounter enemy demons, the screen will switch over to the Battle Screen. A message will be displayed, followed by the Command Menu. Select a command for your Guide and each of your demons, and let the battle begin!

ADVICE FROM AMY
Don't overlook any messages that are displayed!

It's a good idea to adjust your strategy according to the first message that appears before a battle. You can judge the strength of your opponents by noting words such as "weak" or "forceful" in the encounter description. Also, if you are granted the first attack, it may be wise to flee sometimes instead of engaging in battle. (Refer to p.20 regarding running from battle.)

YOUR DEMON PARTY MEMBERS WILL APPEAR IN BATTLE IN THE ORDER THEY ARE LISTED

Your Guide and the demons at the top of the list for your Demiloc and Kingloc will be the first 3 party members to participate in a battle. (When you only have a Demiloc, only 2 party members will participate in battle.) When one of your demons "faints" (loses all HP) during battle, the next demon on the list for the corresponding "-loc" will automatically be "summoned". But, when your Guide "faints", the battle will continue without a replacement. Make sure to check the order of your demons so that you're always prepared for battle.

DEMILOC
You won't be able to register demons that are classified "King", but the good thing is that you'll have it in your possession from the beginning of the game.

KINGLOC
You can register or summon a demon of any class with this item.

ADVICE FROM AMY
Demiloc and Kingloc

The Demiloc and Kingloc each have their own characteristics. Make sure to use them effectively. By setting Power Units on them, your abilities can be enhanced. To set Power Units, press Start and select "Vinecom." Then select "Set" and choose the Power Units using the R Button or L Button to change pages.
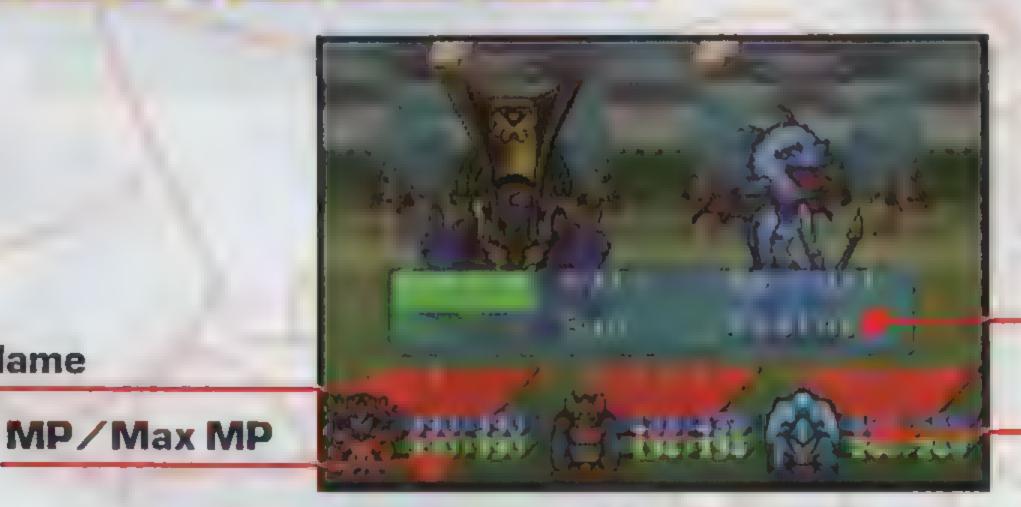* You will have only the Demiloc at the beginning of the game.

12

THE IMPORTANCE OF TEAMWORK!

DON'T FORGET THE RULES!

Each party member can be given 1 command per turn. This applies to your opponents as well. You must deplete your opponents' HP to win the battle. On the other hand, if a party member's HP reach 0, that party member faints and can no longer fight. And when your whole party has fainted, you have lost the battle and will be returned to the Inn of the last town you visited.

THE BATTLE SCREEN

Usable commands will be displayed in white.

Name

MP / Max MP

HP / Max HP

HP/Max HP

A party member is incapable of battling when his/her HP are at 0. You will lose the battle when your party members have lost all of their HP and there are no other demons to be called out.

MP/Max MP

These are points needed to cast any kind of magic.

LET THE BATTLES BEGIN!

Select your commands and the opponent(s) you will attack in battle. Keep in mind that you can only designate one command per turn for each party member.
· You can select "Status" as many times as you wish.
· When recruiting fails, the Command Menu may reappear.

SELECTING COMMANDS

BATTLE (P.15)
You can choose who and how to attack. You can also use items, magic, or skills.

RECRUIT (P.19)
Select this command if you wish to recruit your opponent into your party. But, it doesn't work every single time.

RUN (P.20)
Flee to avoid battle. If you fail to escape, your opponents will attack as they please.

STATUS (P.20)
You can view your party members' information as many times as you wish.

AUTO (P.18)
This command will allow you to continue battle automatically.

COMBO (P.18)
When 2 specific demons of your party are already called out, they may be able to perform a special skill.

14

CHOOSING YOUR COMMANDS WISELY

CHOOSE "BATTLE" IF YOU THINK YOU CAN BEAT YOUR OPPONENTS.

You can attack your opponent by any method available to you. You can even change your strategy during battle, if you think the situation calls for it. If you defeat your opponent(s), you'll receive money and experience points. If you intend to buy items or level up your main character, make sure you engage in battle.

Select your action first. Then select an opponent to attack, an item to use, or a spell to cast.

ADVICE FROM AMY

Select the most appropriate magic depending on your enemy's attribute.

The effectiveness of your magic will depend on the attribute of your foe. Refer to the chart on the right before choosing which opponent to attack. You can check your party members' attributes by selecting "Status". (Refer to p.20 regarding "Status".)

Light ←——→ Dark
Fire ←——→ Ice
Earth ←——→ Wind
Thunder ←——→ Water

DIRECT ATTACK

This is a direct attack on an opponent. The higher your Attack stat, the stronger the hit you'll inflict upon an enemy. (Refer to p.20 regarding "Status".)

MAGIC

You can use various kinds of magic including spells that inflict damage, assist, and heal. The MP needed to cast a spell are displayed next to its name. You won't be able to use magic when you don't have enough MP or a spell to cast.

HINT
Use your magic effectively!

Below are some examples of different types of magic.

ATTACK TYPE - Magic that inflicts damage on an enemy.

Glow = light, Hex = dark, Pyro = fire, Aqua = water
Cyclo = wind, Petra = earth, Shock = thunder, Polar = ice

HEAL TYPE - Magic that restores HP or cures abnormal statuses.

Heal = restores HP
Cure = restores normal status (except "faint")
Revive = revives fainted character

ASSIST TYPE - Magic that increases the attack power of your character/ party, decreases opponents' abilities, or changes an opponent's status to abnormal.

Boost = increases ally stat
Bind = paralyzes enemy
Prone = decreases enemy stat

SPECIAL SKILL

In exchange for its own HP, a demon can perform a special skill. Just make sure he/she has enough HP left.

ITEMS

Items can be used to attack, or to restore HP/MP. Make sure to select the demon that you want the item to be used on.

· Unusable items will not be displayed.

HINT
Choose items carefully!

There are 6 types of items. Switch between the different types by using the Control Pad. Below are some examples of each type of item.

HEAL ITEMS - Restore HP or cure abnormal statuses.
Ointment = restores HP
Mana Juice = restores MP

ATTACK ITEMS - Inflict damage on the enemy.
Dredfang = inflicts fire damage to 2 enemies
Gale Bag = inflicts tornado damage to 2 enemies
Snow Comb = inflicts freeze damage to 2 enemies

BOOST ITEMS - Used to avoid battles or temporarily increase stats.
Spray = increases specific ability during battle
Smoke Bomb = escape battle

* "Other", "Skill", and "Relic" items are not used during battle.

SUMMON

When a demon party member is in a pinch, you can "summon" another demon to replace him/her. The replacement can be "summoned" from either the Demiloc or Kingloc.
·You will not be able to select the "Summon" command if you do not have any demons to call out.
·You cannot replace your guide.

• SELECT "AUTO" IF YOU'RE IN A RUSH.

The "Auto" command allows you to complete a battle automatically with just one command. And if you win even in "Auto", you will still be able to obtain money and experience points.

ATTACK

Performs the "Attack" command repeatedly.

REPEAT

Repeats the previous command used.
· When you select "Repeat" at the start of battle, it will perform the command used in the last turn of the previous battle.

ADVICE FROM AMY

When you are in danger, cancel "Auto" with the B Button!

Make sure to keep an eye on your party members' HP. If they get too low, just press the B Button to cancel the "Auto" command and set up a better strategy.

Don't forget to level up your main character.

Make sure to level up your main character, otherwise you won't be able to "summon" demons of higher level from the Vinecenter.

IF YOU WANT TO INCREASE THE NUMBER OF DEMONS ON YOUR SIDE, "RECRUIT" MORE

Select the party member that you wish to do the recruiting and the enemy demon that you want to recruit. If all goes well, the enemy demon will agree to a contract with you. Occasionally, a demon may do unexpected things such as leave battle or restore your HP. Once you recruit a demon from the enemy party, you'll be able to rename it.

ADVICE FROM AMY
It's important which demon you recruit with.

Negotiations are usually more successful when the participating demons have the same attribute. Also, two demons of the same class will more often reach an agreement.

BY SUMMONING CERTAIN PAIRS OF DEMONS, YOU CAN PERFORM COMBOS!

You'll be able to select the "Combo" command and perform a powerful Combo attack if you have a specific combination of demons present in battle. Combo attacks require MP, so make sure that you have enough to perform the attack.

· If either one of the demons attempting a Combo attack do not have enough MP, you will not be able to perform the attack. The "Combo" command will not be selectable when the attack cannot be performed.
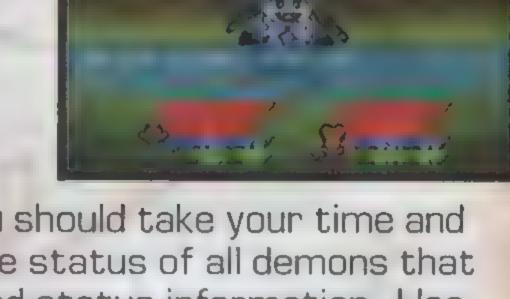
SELECTING "RUN" IS ALSO A USEFUL BATTLE STRATEGY.

There are going to be times when you will need to escape from battle. But, remember that if you fail to escape, your opponents may inflict some serious damage on your party.

SELECT "STATUS" TO FIND OUT ABOUT YOUR DEMONS.

In order to win battles, you'll need to know about your party members. You should take your time and check each demon's status to set up for a victory. You'll be able to view the status of all demons that you are carrying in your Demiloc and Kingloc. Select a demon to see detailed status information. Use the Control Pad to change pages for various information about the demon. The Control Pad (or L Button and R Button) can be used to switch demons. Pay close attention to attack power, defensive power, and what magic a demon can use.

Demon Attribute Abbreviations

Type - Good=Good / Evil=Evil / Holy=Holy / Drgn=Dragon / Bird=Bird / Bst=Beast / Ogre=Ogre / Ghst=Ghost / Alt=Alternate / Fnd=Fiend / Boss=Boss / Myth=Mythological / Zmb=Zombie

Alignment - D=Dark / L=Light / F=Fire / W=Water / E=Earth / N=Wind / T=Thunder / I=Ice

Class - C=Common / E=Elite / G=General / K=King

ABNORMAL STATUSES

During battle, an enemy may be able to affect the status of your party members. If you don't realize this early in a battle, there may be serious consequences. So, it's important to learn the different types of abnormal statuses and how to recover from them.

This is where abnormal statuses will be displayed.

HINT
A character's status will return to normal after battle.

All abnormal statuses except for the "Faint" condition will automatically disappear once a battle ends. But, be aware that it is not always a good idea to leave a party member's status as abnormal until the end of battle. In order to be victorious, you may need to use magic or items to cure abnormal statuses. If a party member has fainted, make sure to revive him/her at a Clinic or by using specific items.

ABNORMAL STATUSES

Name	Condition / Number of turns before recovering
SHOCK	Shocked by electricity and unable to take action / Max. 1 turn
CONFUSE	Becomes confused. Doesn't act as commanded / Max. 4 turns

Name	Condition / Number of turns before recovering
SLEEP	Falls asleep. Unable to take action / Max. 5 turns. Will sometimes recover after being hit
SILENCE	Unable to cast magic / Max. 4 turns
FREEZE	Becomes frozen. Unable to take action / Max. 2 turns
POISON	Becomes poisoned. Loses some HP each turn / Until the end of battle
BOMB	Explosive is set. If a fire-type attack is inflicted, the bomb will explode. It's possible that other party members will be injured by the explosion / Max. 4 turns or once the bomb explodes
HAPPY	Capable of casting magic without using any MP, but the accuracy of attack-type magic will decrease / Max. 6 turns
PARALYZE	Becomes numb. Unable to take action / Max. 6 turns
TEMPT	Becomes charmed by the enemy. Doesn't act as commanded / Max. 5 turns
FAINT	Results when HP reach 0. Unable to take action / Can only be cured by magic or items

*Each turn, there's a chance that an abnormal status (other than "Poison" and "Faint") might disappear.

FUSING TO MAKE YOUR PARTY STRONGER

If you want to power up your demons, you'll need to perform fusions. In a Demon Lab, you will be able to fuse demons with each other. In a Power Lab, you will be able to fuse a demon with a Power Item. And in a Relic Lab, you will be able to fuse Relics to form a new demon.

FUSIONS BETWEEN DEMONS

There are two ways of fusing demons. One way is to choose each demon one at a time, and the other is to select a fusion from the chart.
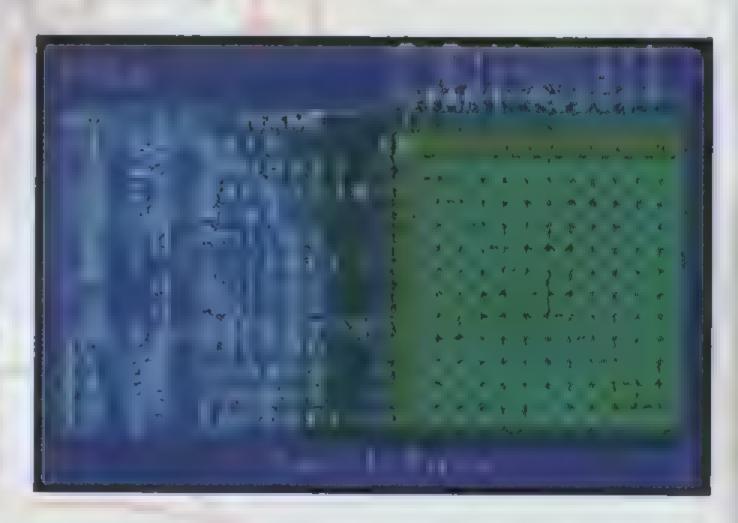
Choosing each demon

First, choose one demon, and then choose another to fuse it with. The expected result of the fusion will be displayed. If the outcome is what you wish, then confirm your choice and proceed with the fusion. Switching the order of the demons can sometimes result in a different outcome.

Choosing from the chart

Use the Control Pad to select the demons you wish to fuse. Choose one from the chart's horizontal row and one from the vertical column. The expected result of the fusion will be displayed at the bottom of the screen.

O = can be fused
Red: fused with Guide
Blue: Mixed Fusion
Yellow: Pure Fusion
X = cannot be fused

While selecting, you can use the R Button to view the first demon and the L Button to view the second demon. You can see the expected result of the fusion by pressing Start.
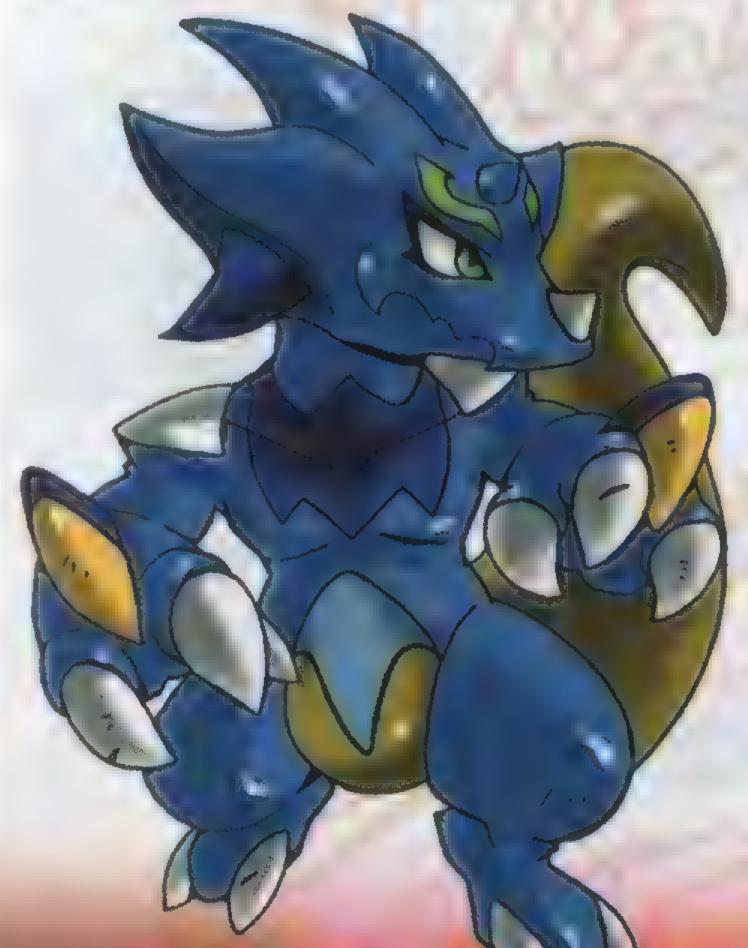
HOW TO FUSE

Here, you will learn how to perform fusions. If it's your first time fusing, make sure you pay close attention.

- You won't be able to select a demon that is in the "faint" condition for fusions. You must revive a fainted demon before attempting a fusion.

FUSION 1: FUSING A DEMON WITH YOUR GUIDE

When a fusion involves your Guide, physically he will remain unchanged. However, his abilities and/or level may increase depending on the demon that he was fused with.

ADVICE FROM AMY
Your Guide will also become stronger through transformations!

In addition to fusions, your Guide will also grow stronger by transforming. There are 4 stages in the transformation process. At the second stage, there are 2 variations that may result. There are even more variations possible in later transformations.

FUSION 2: FUSING DIFFERENT DEMONS

By fusing 2 different demons, in some cases a totally different demon can be created, while in other cases the first demon may just have its stats increased. The resulting demon can "inherit" up to 3 magic spells from the source demons.

FUSION 3: FUSING SIMILAR DEMONS

Fusing 2 demons that are the same will result in a Pure Fusion. A similar, but stronger demon may result, or a "rank up" may occur. In this case, a new demon will result. You will be informed before the fusion if a "rank up" will occur.

POWER FUSIONS

During your adventure, you will encounter items called Power Items. When these items are fused with a demon, the demon will acquire new skills.

FUSING

First, select the demon and Power Item to be fused. The skill that will be acquired as a result of the fusion will be displayed on the screen. Confirm this and proceed with the fusion. If the demon doesn't have room to add a new skill, you'll be forced to delete one that it already possesses.

HELP

Power Fusions will be explained here. You should select "Help" if it is your first time fusing Power Items.

ADVICE FROM AMY

Power Fusions cannot be performed if attributes conflict.

When attempting a Power Fusion, if the attribute of the skill to be acquired is opposite of the demon's attribute, then a fusion is not possible.

RELIC FUSIONS

During your adventure, you will also encounter items called Relics. When these items are fused together, a zombie demon will be created. In addition, if a zombie demon is revived, its true powers will be awakened!

FUSING RELICS

You will need to take 3 different types of relics to the Relic Lab to fuse them into a zombie demon. Make sure to read the hints given to you to see if a zombie demon can be created.

REVIVING A ZOMBIE DEMON

A zombie demon created by a Relic Fusion can be fused again with a Soul Item to return it to its original demon form. After returning to its original demon form, you can assign magic spells for the demon to cast. It will then join your party as one of your allies.

HELP

Relic Fusions will be explained if "Help" is chosen. You should select this if it is your first time fusing Relic Items.

TRAINING YOUR DEMONS

You can strengthen your demons by having them trained. Just meet with a trainer.

TRAINING CENTER

ENROLL

Select the demon you wish to make stronger and the type of training you would like it to undergo. The minimum amount of money needed to have your demon trained will be displayed. If you increase the amount of money you are willing to spend on your demon's training, the number of training lessons will increase accordingly.

REMOVE

This option allows you to pick up demons that you enrolled in training. You can remove demons before the training has ended, but they may not yet have reached their full potential. If they have finished the complete training regimen, then no training funds will remain. Training results will also be displayed, so you can see how much stronger your demons have become.

HELP

Training will be explained if "Help" is chosen. You should select this if it is your first time using the Training Center.
· Depending on the type of training, some stats may increase significantly, while others may decrease.

SHOPS

ITEM SHOP

Here, you can buy useful items for your journey. Not all item shops sell the same things, so it would be best to check out each and every one that you come across. Sometimes, there will be 2 clerks in one shop. Make sure you talk to both of them since they may be carrying different items. Also, you can sell the items that you don't need.
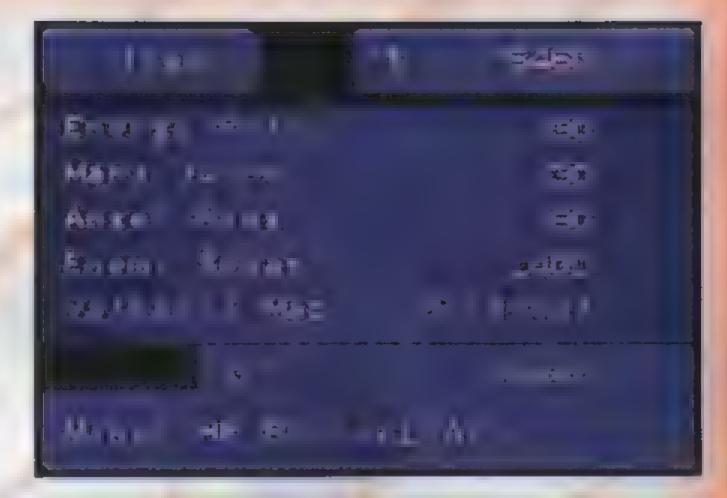
BANK

You can deposit or withdraw funds here. Press the A Button to use the bank machine in the shop.

INN

By staying at the Inn, the HP and MP of all your demons in the Demiloc and Kingloc will be restored completely, except for those that have fainted.

CLINIC

Here, your demons that have fainted can be revived.

VINECENTER

This is where you can manage your demons, and battle, trade, or fuse with friends with a Game Boy® Advance Game Link® Cable. You can manage up to a maximum of 70 demons.

DEMONS

The following commands are for managing your demons.

Summon

This command is used to transfer demons from the Vinecenter to your Demiloc or Kingloc.

Send

This command is used to send demons from your Demiloc or Kingloc back to the Vinecenter.

Remove

This command is used to drop a demon from your party. Be sure that you really want to drop the demon, because once this command is used, you will not be able to get that demon back.

View

You can view your demons' statuses by using this command. (Refer to p.31 for more details.)

Disk

Save your demons in these disks, which can be renamed. You can move your demons around between your Demiloc, Kingloc, the Vinecenter, and the disks. You can rearrange or delete the disks' contents.

BATTLENET

Here, you can battle other DemiKids with demons of their own. Choose from either "Normal" or "Tournament" mode. Then, select an opponent to start a battle.

· You won't be able to use items in BattleNet.

Participants are divided into classes. Be sure to select a suitable opponent for your party.

* This information will not be displayed at the beginning of the game. As you win more battles in BattleNet, the classes of your opponents will be displayed.

WEBNET

Using a Game Link® Cable, you can battle, trade, and fuse demons with your friends.

NICKNAME

Here, you can change the names of your Guide and demons.

CASINO

You can buy chips at the counter and play games using them. Chips that you win can be traded in for prizes.

BIG & SMALL

Guess if the number on the card you'll draw will be bigger or smaller than the number shown.
Decide on how many chips you want to wager. If you are correct, the number of chips you have will double. For each correct guess you make, your chips will double. But if you guess incorrectly, your chips will disappear, so don't be too greedy.

CODEBREAKER

In this game, you will have to guess the correct number between 0 and 5 (or 0 and 9 if you choose the HARD difficulty level) for each of 3 spaces. Note that no two digits will be the same. The results of your guess will be displayed as follows:

HIT! - The number and place are correct.
BLOW - Only the number is correct.

Use these hints to determine the correct 3-digit number in the fewest guesses possible. The sooner you guess the correct numbers, the more chips you will win.

THE MENU SCREEN

You can go to the Menu Screen by pressing START during the game. There, you will be able to manage your demons, use items and magic, and even save your data. The information first displayed when you open the Menu Screen is info about the main character.

VINECOM

By selecting this option, you can manage your demons or view information about demons that you have encountered.

Status

This option will allow you to view info about your demons. Select a demon using the Control Pad. You can view additional information by pressing Left or Right, and you can switch demons by pressing Up or Down. The available info includes "Status", "Magic/Skills", "Demon Qualities", and "Powers".

Dismiss

This command allows you to dismiss a demon from your Demiloc or Kingloc. Once you dismiss a demon, you will not be able to retrieve it.

Demonary

This is an encyclopedia of all the demons that you have encountered. You will be able to view info on each of them.

· Status - The demon's basic abilities. The higher the stat, the better.

· Magic/Skills - Spells and skills which the demon can use.

· Demon Qualities - The demon's "Class", "Type", and "Attribute".

31

· Demon Info - A brief description of the demon.

· Combo - Shows the Combos that can be performed and which demon it should be paired with to do each Combo

· Habitat - The location where the demon appears. Make sure to check your map.

· Powers - Shows the Powers which the demon can perform. Powers can sometimes be learned by participating in battle.

<div style="border:1px solid red">

HINT
Use the Demonary to your advantage!

While viewing the Demonary, press SELECT to do a search. It's a useful feature if you are looking for a specific demon with certain characteristics.

</div>

Arrange
With this option, you can rearrange the order of the demons in your Demiloc and Kingloc. Just select the 2 demons whose positions you want to swap. Once a battle starts, your demons will be summoned in the order you've arranged them.

Options
By selecting "Options", you can listen to the music you've purchased at shops in the game, look at maps, or view explanations of various terms. Use the Control Pad to look through the available choices.

Set
Here, you can set or remove power units from your Demiloc or Kingloc.

Access

This will allow you to access the Vinecenter, where you can summon demons or send them into storage.

MAGIC

Here, you can have your demons cast spells. First, select a demon, and then choose a spell.
If a target is required, select that demon too. Some magic cannot be used in certain areas. Spells that can be cast are displayed in white.

ITEM

By selecting "Item", you can use, discard, or organize your items.

Use

Select this option to use an item in your possession. Some items may not be usable in certain areas.

Discard

Select this option to discard items in your inventory. If you have more than one of an item, you must indicate how many you wish to discard. Note that you will not be able to retrieve any items that have been discarded.

Change

Select this option to organize your items. You may want to reorder your list according to how often you use each item.

HINT

Items are divided into categories. Toggle between them by using the Control Pad.
There are 6 types of items. "Heal", "Attack", and "Boost" items are used during battle. "Skill" and "Relic" items are used for fusions. "Other" items are used when moving from place to place.

Special

Here, you can view descriptions of special items such as your Demiloc and Demon Book.

SETUP

Selecting this option will allow you to change the settings of the game. (Refer to p.8 regarding the settings.)

SAVE

Here, you can save your progress, but be aware that since there is only one slot to save your game, any previous game data will be overwritten.

LINKING

By using the Game Boy® Advance Game Link® Cable, you can do battle or trade demons with a friend.
After you have linked systems, each of you should go to the Vinecenter. Then select "Webnet" and continue as indicated on screen.

BATTLE

Select which demons will participate in battle, and fight to see whose demons are superior.
·In Link Mode, you will not be able to use the "Item" and "Defend" commands.

TRADE

Trading demons with your friends is a great way to complete your Demonary faster.   Just look for ones that you don't have yet.

FUSION

It's possible to fuse one of your demons with one of your friends' demons. Keep in mind that some demons can only be obtained by this method. So, make sure you experiment by fusing various pairs of demons.
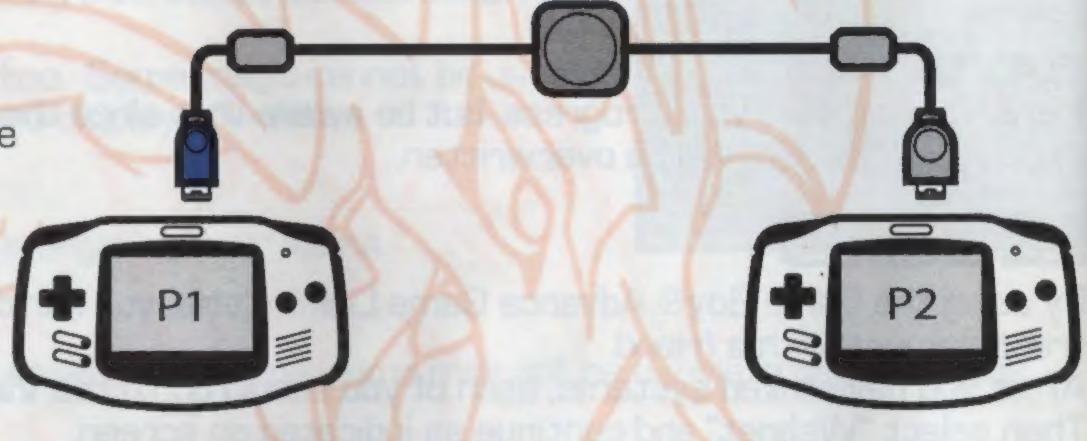
34

HOW TO CONNECT YOUR GAME LINK®

WHAT YOU NEED

- 2 Game Boy® Advance systems
- 2 DemiKids (Light or Dark Version) Game Paks
- 1 Game Boy® Advance Game Link® Cable

HOW TO CONNECT

1. Make sure that the POWER switches on both Game Boy® Advance systems are turned OFF. Then, insert a Game Pak in each system.
2. Connect the Game Link® Cable to the socket on each system.
3. Turn the POWER switch ON for both systems.
4. Refer to p.34 for further instructions.
· Player 1 is the system with the smaller plug. (See right.)

NOTE

The game may not function correctly or the Link Mode may not function in the following cases.
 - When a Game Link® Cable other than an official Game Boy® Advance Game Link® Cable is being used.
 - When the cable is not connected firmly into the sockets.
 - When the Game Boy® Advance Game Link® Cable is either pulled out or inserted during a link game.
 - When the Game Boy® Advance Game Link® Cable is connected to the Junction Box.
 - When more than 2 Game Boy® Advance systems are connected.

LIMITED WARRANTY

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. ATLUS agrees for a period of ninety (90) days to either repair or replace, at its option, the ATLUS product. You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the ATLUS product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MER-CHANTABILITY AND ITS FITNESS OF A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ATLUS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE ATLUS PRODUCT.

Some states do not allow limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which may vary from state to state.

Repair/Service After Expiration of Warranty

If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed above. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line (949) 788-0353

Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 9:00 am to 5:30 pm Pacific Time.

For more information on any of our other products, you can visit our website at **www.atlus.com** or e-mail us at webmaster@atlus.com

ATLUS

**15255 ALTON PARKWAY, SUITE 100
IRVINE, CA 92618 · 949-788-0455
WWW.ATLUS.COM**

ATLUS®
WWW.ATLUS.COM
15255 Alton Parkway, Suite 100, Irvine, CA 92618

PRINTED IN JAPAN